GMega Exclusiv Format

Group [A] :Transmit/Receive Single Packet Data

(Each packet is sent by value change with panel control.)
(Each packet can be received in MIDI play mode.)

[A–1] System Functions

Format : F0 40 On 10 00 08 00 <NO.> 00 <DH> <DL> F7
On = UNIT RCV CH
Data (8 bit) = 16* <DH> + <DL>

FUNCTION	(HEX)	DATA (DEC)
SNGL BANK SEL	00	0=GM / 1=SP / 2=USER + 2500msec waiting
EFFECT TYPE	01	O=REV1~5=REV6 + 2500msec waiting
REVERB TIME 1~3	02	1 – 10
REVERB TIME 4~6	03	1 – 10
REV PRE DELAY 1~3	04	0 – 10
REV PRE DELAY 4~6	05	0 – 10
REV DEPTH HI 1~3	06	1 – 10
REY DEPTH HI 4~6	07	1 – 10
REV DEPTH LO 1~3	08	1 – 10
REV DEPTH LO 4~6	09	1 – 10
UNIT TUNE	0A	00=-128 / FFh=+127
UNIT RCV PGM	0B	0=OFF / 1=ON
UNIT RCV MODE	0C	0=ALL / 1=ODD / 2=EVEN

EX) UNIT TUNE (+127) → F0 40 00 10 00 08 0A 00 0F 0F F7
(000) → 08 00

[A–2] Section Functions

Format : F0 40 On 10 00 08 01 <NO.> <Sub> 00<DH> <DL> F7
<Sub> = SEC No. (00 – 1F)
Data (8 bit) = 16*<DH> + <DL>

FUNCTION	(HEX)	DATA(DEC)
SNGL No.	00	00 – 7Fh (SNGL) / 80h – 86h (DRUMS)
RCV CH	01	0 (1A) – 31 (16B)
LEVEL	02	0 – 127
STATUS	03	0=OFF / 1=On / 2=Solo
PAN	04	00=L64 / 7Fh=R63 / 80h=RND
TRANSPOSE	05	0=-24 / 48=+24
TUNE	06	00=-128 / FF=+127
EFFECT LEVL	07	0=LO / 1=HI
BEND DEPTH	08	0=-24 / 48=+24
CUTOFF OFST	09	00=-64 / 7Fh=+63
ATTACK OFST	0A	00=-64 / 7Fh=+63
RELEAS OFST	0B	00=-64 / 7Fh=+63
ZONE LO	0C	00=C-2 / 7Fh=G8
ZONE HI	0D	00=C-2/ 7Fh=G8
MOD WHL VIB	0E	00=000 / 7Fh=127
PRESS VIB	0F	00=000 / 7Fh=127
RCV HOLD	10	0=OFF / 1=ON
TEMP TYPE	11	0 – 54
TEMP KEY	12	0=C / 11=B

EX) RCV HOLD (ON) → F0 40 00 10 00 08 01 10 00 00 01 F7
(OFF) → 00 00

[A–3] Single Functions

Format: F0 40 0n 10 00 08 03 <No.>> <Sub> <DH1> <DL1> <DH2> <DL2> F7
Source1 = 16*<DH1> + <DL1>,
Source2 = 16*<DH2> + <DL2>
(In case <1–Source Tone>, DH2/DL2 are dummy data)
<Sub> = Single No. (00 – 7F)

FUNCTION	(HEX)	DATA (DEC)
MONITOR	00	0=OFF / 1=ON
DCO WAVE SEL	01	00 – 255
DCO KEY TRACK	02	0=OFF / 1=ON
DCO FIXED KEY	03	00=C-2 / 7Fh=G8
DCO COARSE	04	0=-36 / 72=+36
DCO FINE	05	00=-128 / FFh=+127
KEY ON DELAY	06	0 – 255
VIB DEPTH	07	00=-128 / FFh=+127
VIB SHAPE	08	0=TRI / 1=SAW / 2=SQR / 3=RND
VIB SPEED	09	0 – 15
AM	0A	0=OFF / 1=ON
DCF LINK	0B	0=OFF / 1=ON
DCF TYPE	0C	0=LPF / 1=HPF
DCF CUTOFF	0D	0 – 255
DCF RESO DEP	0E	0 – 3
DCF KEY TRACK	0F	0=OFF / 1=ON
DCF VEL CRV	10	0 / 1
DCF VEL DEP	11	0 – 63
DCF VEL ASIGN	12	0=CTF / 1=ENV
DCF ENV DEPTH	13	0 – 63
DCF ATK LEVEL	14	00=-64 / 7Fh=+63
DCF ATK TIME	15	0 – 63
DCF DCAY TIME	16	0 – 63
DCF SUS 1 LEVEL	17	00=-64 / 7Fh=+63
DCF MOD TIME	18	0 – 63
DCF SUS 2 LEVEL	19	00=-64 / 7Fh=+63
DCF RLS TIME	1A	0 – 63
DCA ATK LEVEL	1B	0 – 63
DCA VEL CURVE	1C	0 / 1
DCA VEL DEPTH	1D	0 – 63
DCA ATK TIME	1E	0 – 63
DCA DCAY TIME	1F	0 – 63
DCA SUS 1 LEVEL	20	0 – 63
DCA MOD TIME	21	0 – 63
DCA SUS 2 LEVEL	22	0 – 63
DCA RLS TIME	23	0 – 63

EX) DCO WAVE SEL → F0 40 00 10 00 08 03 01
(S1=127, S2=255) 02 07 0F 0F 0F F7
(Patch No.3)

[A–4] Precussion Functions

Format: F0 40 0n 10 00 08 04 <No.> <Sub> <DH> <DL> F7
Source1 = 16*<DH> + <DL>
<Sub> = Percussion No. (00 – 7F)

FUNCTION	(HEX)	DATA (DEC)
DCA LEVEL	00	0 – 127
PAN	01	00=L64 / 7F=R63
PC EFFECT	02	0=OFF / 1=ON
DCO WAVE SEL	03	0 – 255
DCO PITCH	04	0 – 127
DCO FINE	05	00=-128 / FFh=+127
DCF CUTOFF	06	0 – 255
DCF RESO DEP	07	0 – 3
DCF VEL CRV	08	0 / 1
DCF VEL DEP	09	0 – 63
DCF VEL ASIGN	0A	0=CTF / 1=ENV
DCF EG ATCK	0B	0 – 63
DCF EG DCAY	0C	0 – 63
DCA VEL CRV	0D	0 / 1
DCA VEL DEP	0E	0 – 63
DCA EG ATCK	0F	0 – 63
DCA EG DCAY	10	0 – 63
GATE TIME	11	1 – 255
DCF ATK LEVEL	12	00=–64 / 7Fh=+63
DCF SUS LEVEL	13	00=–64 / 7Fh=+63

DCF ENV DEPTH	14	0 –63
DCF TYPE	15	0=LPF / 1=HPF

Group [B] Receive only, Single Packet Data
(Each packet can be received in MIDI play mode.)

[B–1] Single Name
Format : F0 40 On 10 00 08 02 00 <Suc> <D1>
---<D8> F7
<Sub> =Single No. (00–7F)
<D1>--- <D8> is the Single Name with 8 ASCII Data

[B–2] Percus Name
Format : F0 40 On 10 00 08 02 01 <Sub> <D1>
---<D8> F7
<Sub> =Percus No. (00–7F)
<D1>--- <D8> is the Drum Name with 8 ASCII Data

[B–3] Percus Assign Map
Format : F0 40 On 10 00 08 05 <kit> <No.>
<Data> 00 F7
<kit>=Drum Kit No. (0–6)
<No.>=Drum Section Driven MIDI Note No. (00–7F)
<Data>=Triggered percus No. (00–7F)

Group [C] : Transmit only, Special Information
(This packet is sent only by "All Dump" command.)

[C–1] Single V2 Source Map
Format : F0 40 On 10 00 08 06 <D1>
---<D128> F7
<D1>--- <D128> is the Single Source Status : 1 or 2

Group [D] : Transmit / Receive, Multi Packet Data
(Each Packet is sent only by "Dump" command.)
(All normal MIDI information is ignored with this packet, and each packet must be separated with 371msec interval. More 5000msec interval must be reserred after [D–1].)
([D–3] packet is "system-reserved" data. This packet must be returned back as received without any data changes!!)
(Data values are same as Group [A])

[D–1] System
Format : F0 40 On 10 00 08 07 <Data (00)H>
<Data(00)L> <Data(01)H> <Data(01)L>
<Data(02)H> <Data(02)L>----------------
<Data(0C)H> <Data(0C)L> F7
Data (8bit)=16*<DH>=<DL>

[D–2] Section Fuctions
Format : F0 40 On 10 00 08 08 <Sub> <Data (00)H>
<Data(00)L> <Data(01)H> <Data(01)L>
-----<Data(12)H> <Data(12)L> F7
Data (8bit)=16*<DH>=<DL>
<Sub>=SEC No.(00–1F)

[D–3] System Reserved Parameters
Format : F0 40 On 10 00 08 0C <D1>---
<D128>F7

[D–4] Single Functions
Format : F0 40 On 10 00 08 09 <Sub> <Source 1 (00)H>
<Source 1 (00)L> <Source 2 (00)H>
<Source 2 (00)L> <Source 1 (01)H>
<Source 1 (01)L> <Source 2 (01)H>
<Source 2 (01)L>----------------------------
<Source 1 (24)H> <Source 1 (24)L>
<Source 2 (24)H> <Source 2 (24)L>------
<Source 1 (2B)H> <Source (2B)L>
<Source 2 (2B)H> <Source (2B)L>F7
Source 1=16*<DH1>+<DL1>,
Source 2=16*<DH2>+<DL2>
Data (8bit)=16*<DH>+<DL>
<Sub>=Single No. (00–7F)

FUNCTION	(HEX)	DATA(DEC)
Single Name 1st :	No.=24,	ASCII
Single Name 2nd :	No.=25,	ASCII
¦		
Single Name8th :	No.=2B,	ASCII

[D–5] Percus Functions
Format : F0 40 On 10 00 08 0A <Sub> <Data (00)H>
<Data(00)L> <Data(01)H> <Data(01)L>
----------<Data(16)H> <Data(16)L>-------
<Data(1D)H> <Data(1D)L> F7
Data (8bit)=16*<DH>=<DL>
<Sub>=Percus No. (00–7F)

FUNCTION	(HEX)	DATA(DEC)
Percus Name 1st :	No.=16,	ASCII
Percus Name 2nd :	No.=17,	ASCII
¦		
Percus Name 8th :	No.=1D,	ASCII

[D–6] Percus Assign Map
Format : F0 40 On 10 00 08 0B <kit> <Do>
---<D127> F7
<kit> =Drum Kit No. (0–6)
<D0>--- <D127> is Triggered Percus No. (00–7F) with Drum Section Driven MIDI Note No. (00–7F)

Group [E] : Dump Request → Transmit Condition
(All normal MIDI information is ignored with this packet.)
("All Dump" can be transmitted)

[E–1] Panel Control for "SEC+SYS" Dump
=send [D–1]+5000msec interval
+send [D–2] (Section 1)+371msec interval
+send [D–2] (Section 2)+371msec interval

+send [D–2] (Section 32)+371msec interval

[E–2] Panel Control for "All" Dump
=send [E–1]
+send [D–3] +371msec interval
+send [D–4] (Single 1)+371msec interval
+send [D–4] (Single 2)+371msec interval

+send [D–4] (Single 128)+1000msec interval
+send [D–5] (Percus 1)+371msec interval
+send [D–5] (Percus 2)+371msec interval

+send [D–5] (Percus 128)+1000msec interval
+send [D–6] (Drum Kit 0)+371msec interval
+send [D–6] (Drum Kit 1)+371msec interval

+send [D–6] (Drum Kit 6)+371msec interval
+send [C–1]

[E–3] MIDI Dump Pequest (F0 40 On 01 00 08 F7) only at "User" Bank =[E–2]